

## Compiled Code

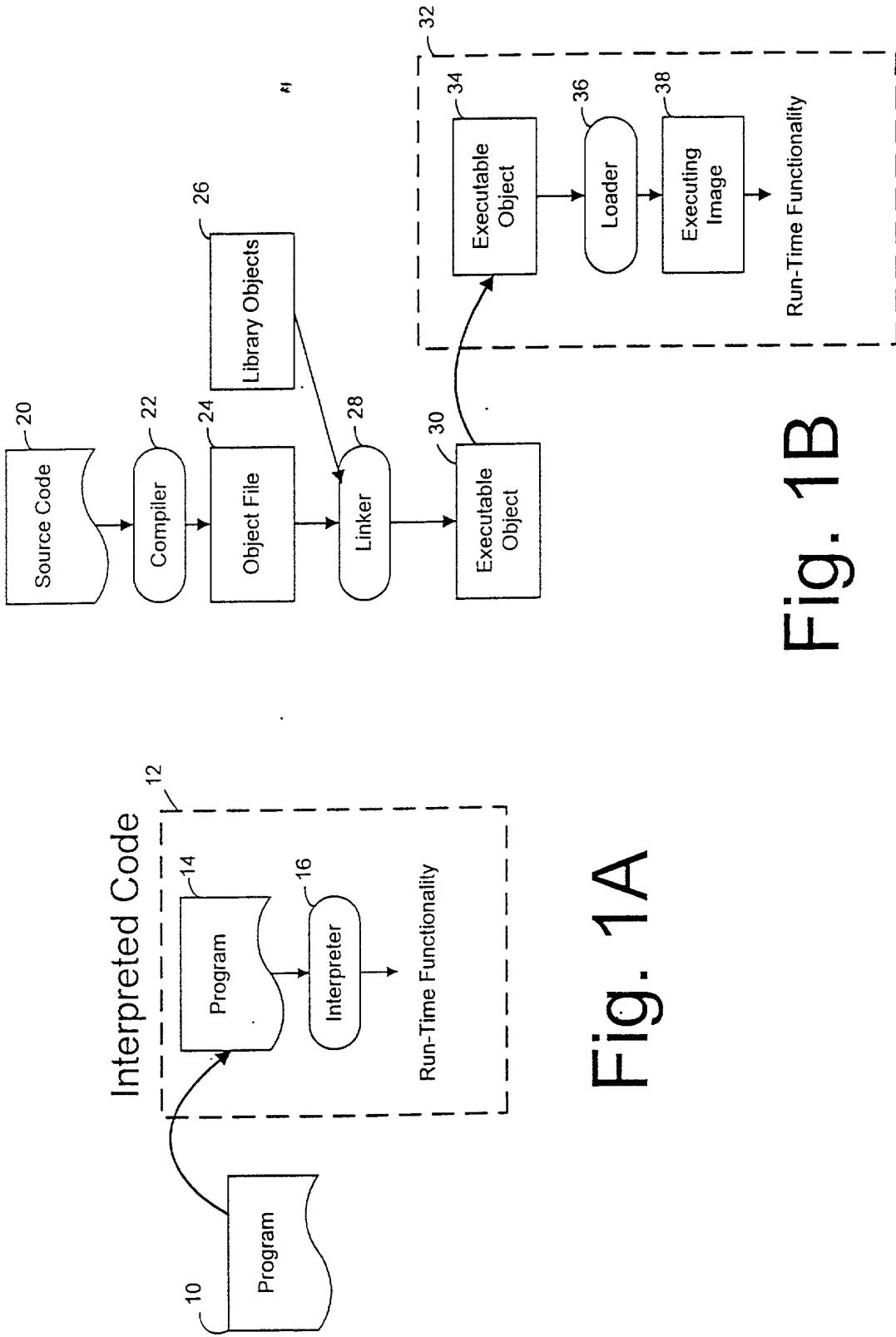


Fig. 1A

Fig. 1B

```

for (i=1; i<10; i++)
  document.write(i+"");
  document.write("<br>");
```

Fig. 1C

```

8AC0 0001
FFC0 000A
000A 0001
0A03 FFFA
000A 00B0
```

Fig. 1D

```

8AC0 0001
FFC0 [0005]
000A 0001
0A03 FFFA
000A 00B0
```

52 54 56

Patch Data

Patch Apply

60 62

Executable Image

Load-time Linking

Run-time Linking

DLL

Fig. 1E

Fig. 1F

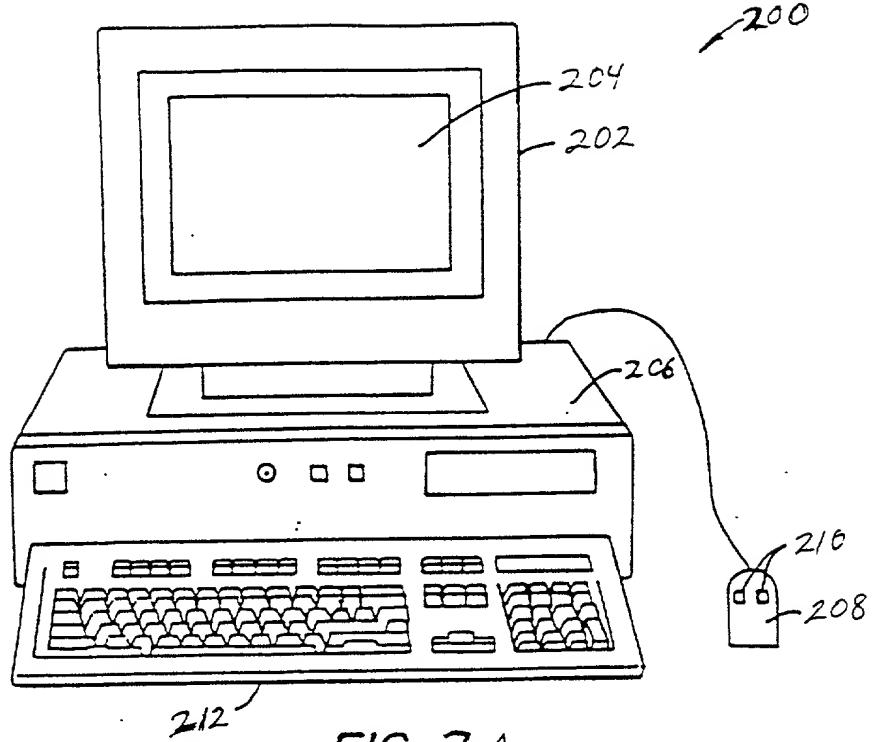


FIG. 2A

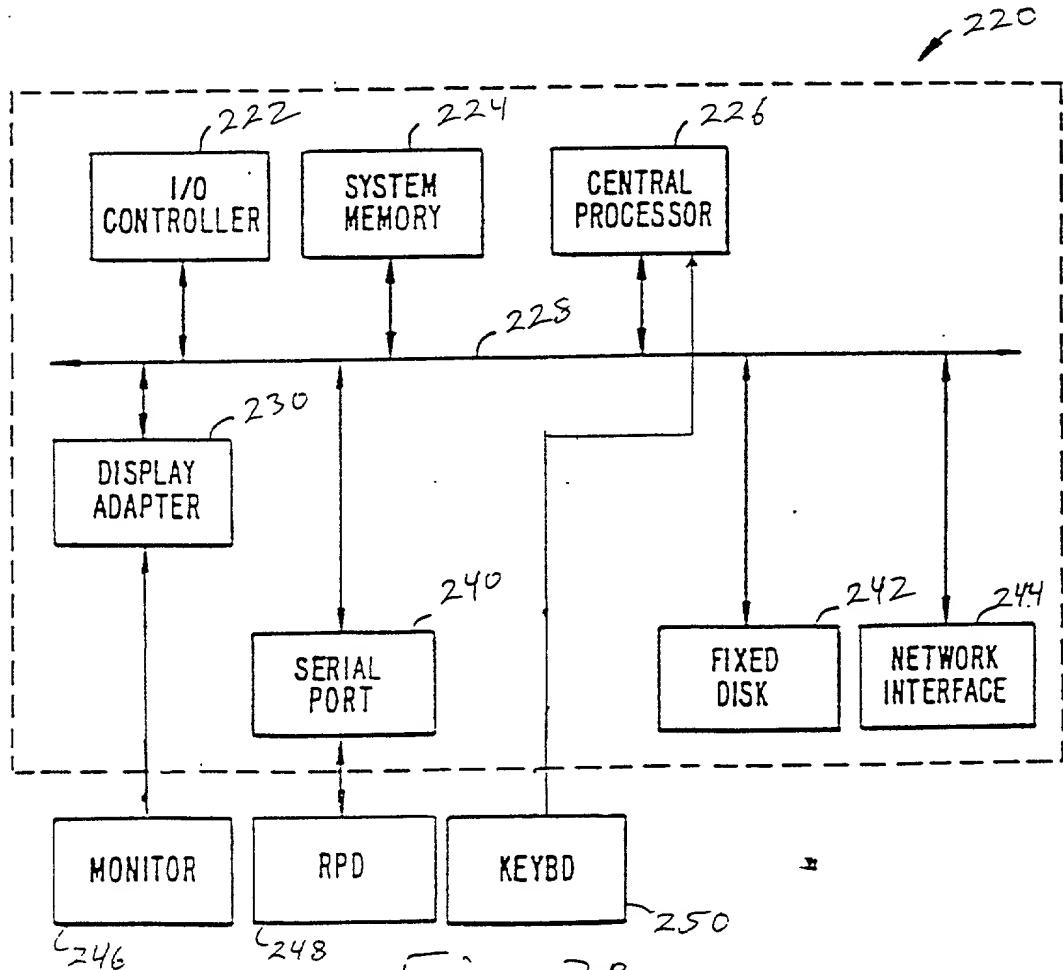
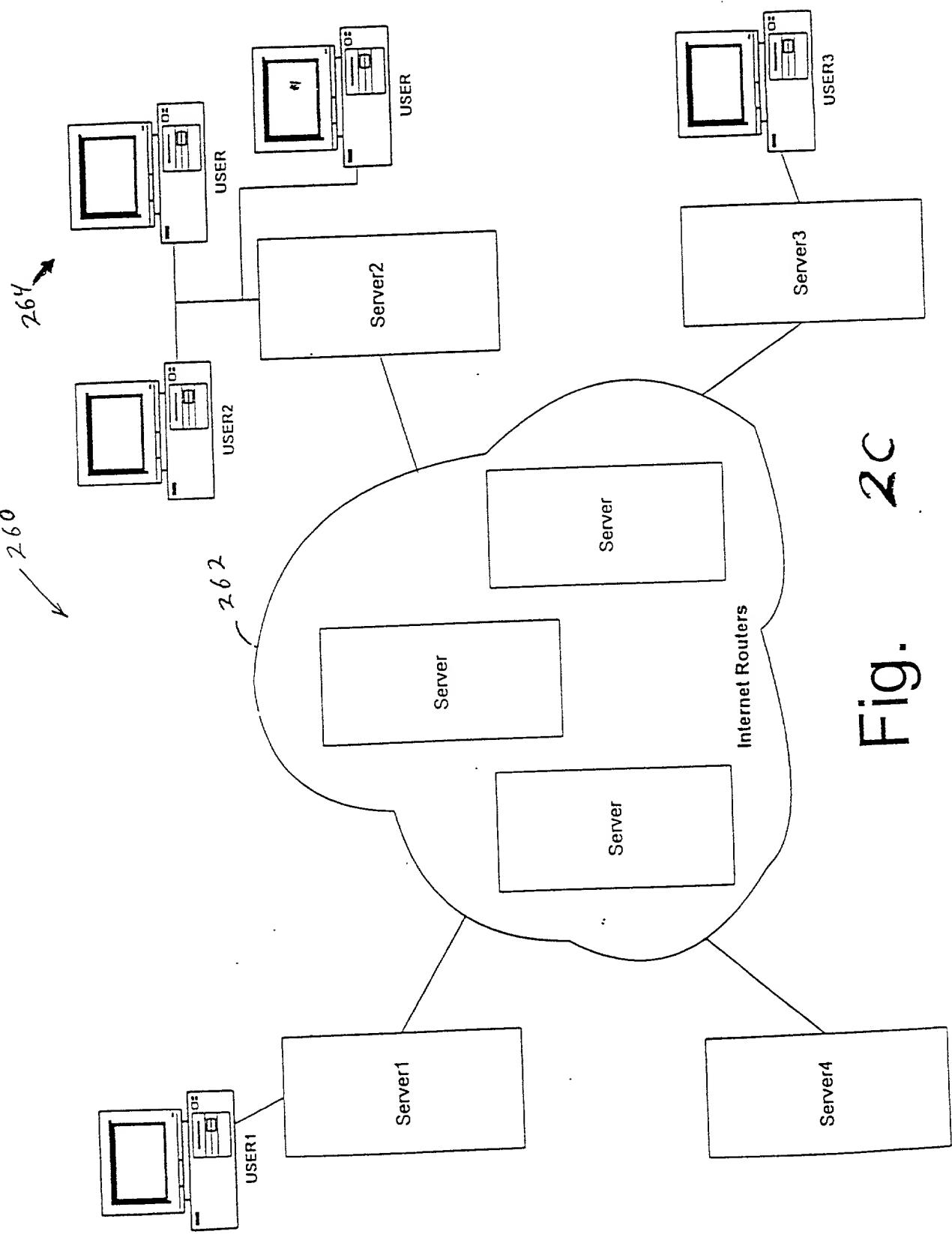


Fig. 2B



2c

Fig.

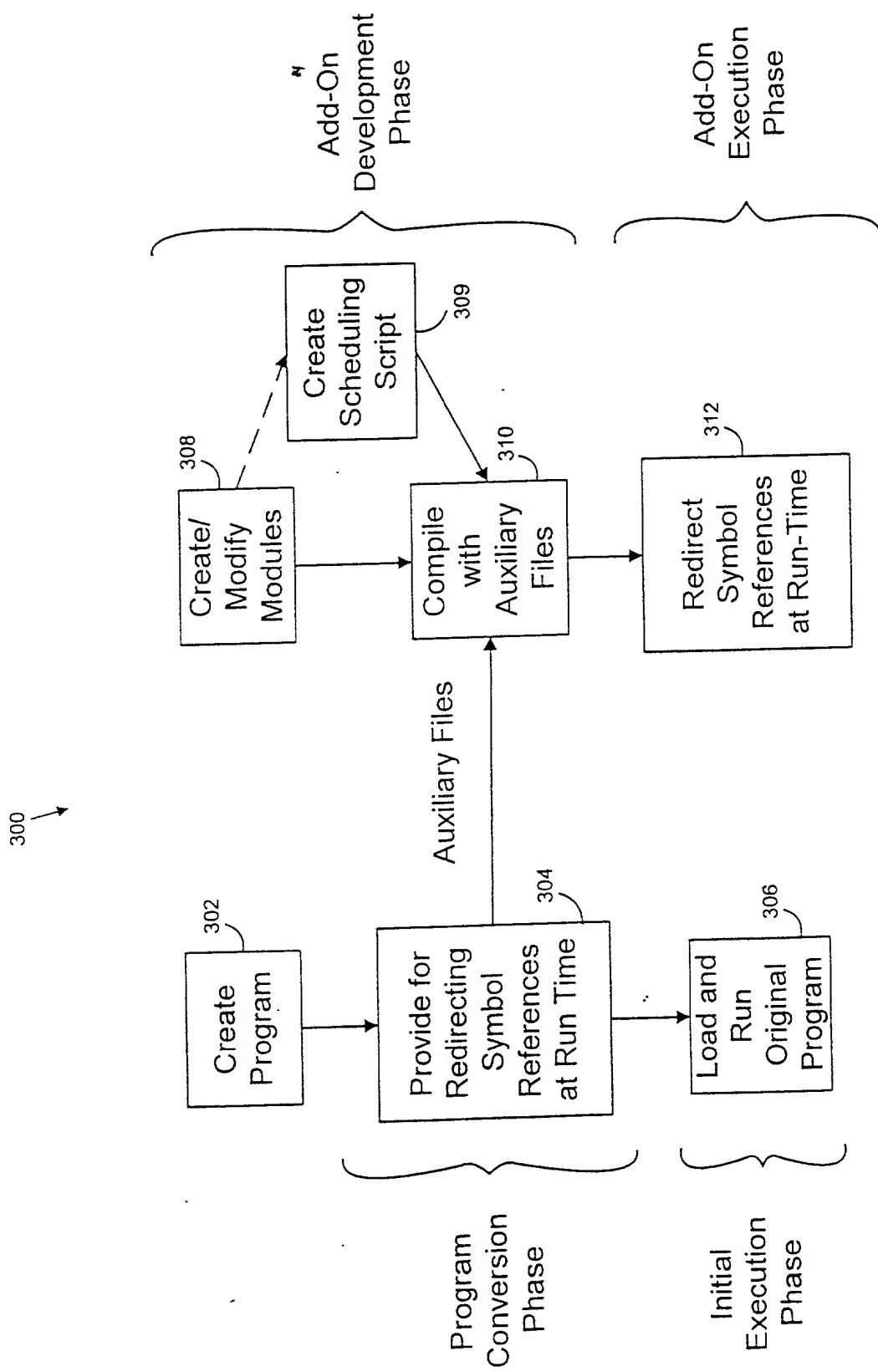


Fig. 3A

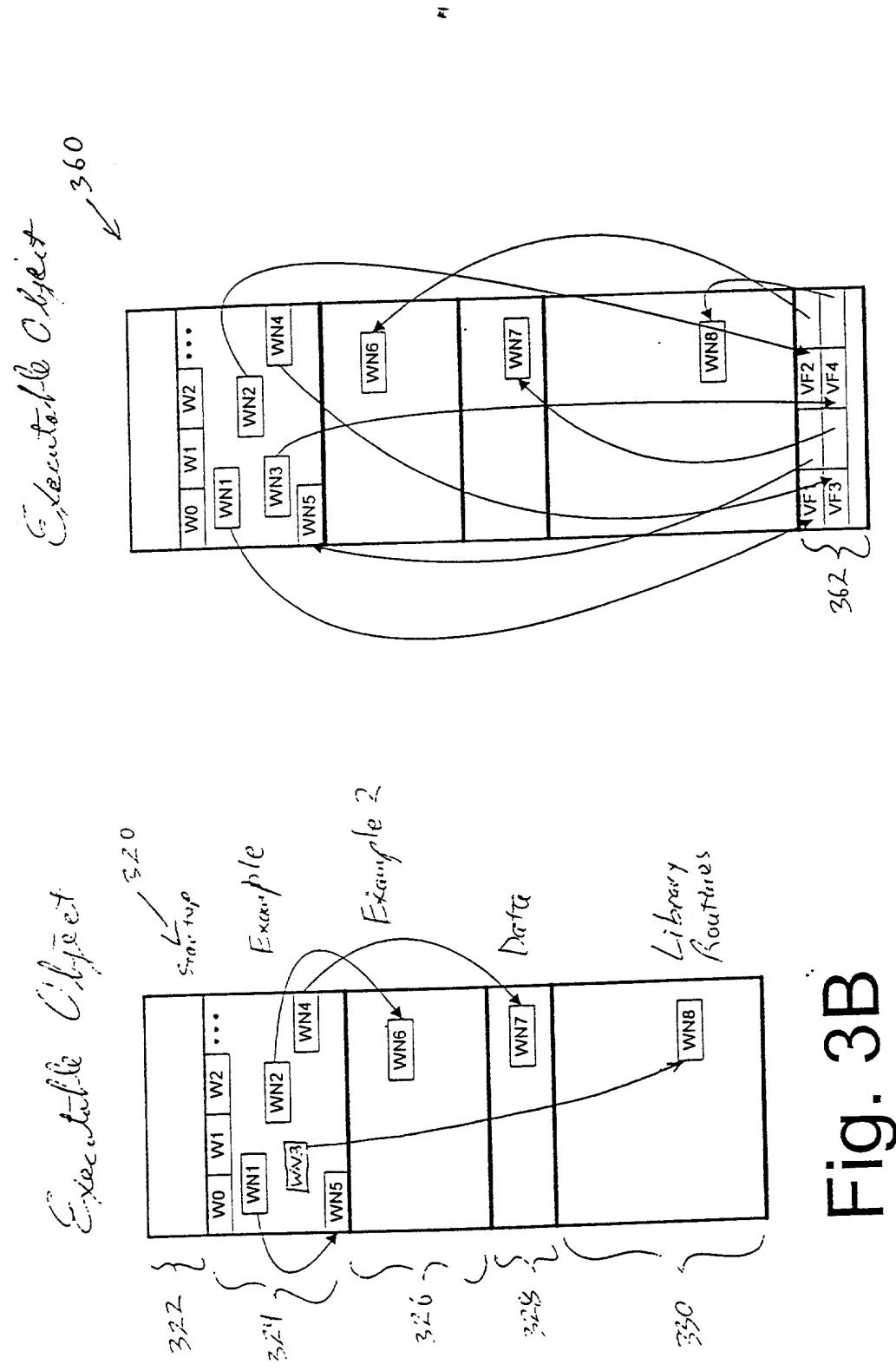


Fig. 3B Prior Art

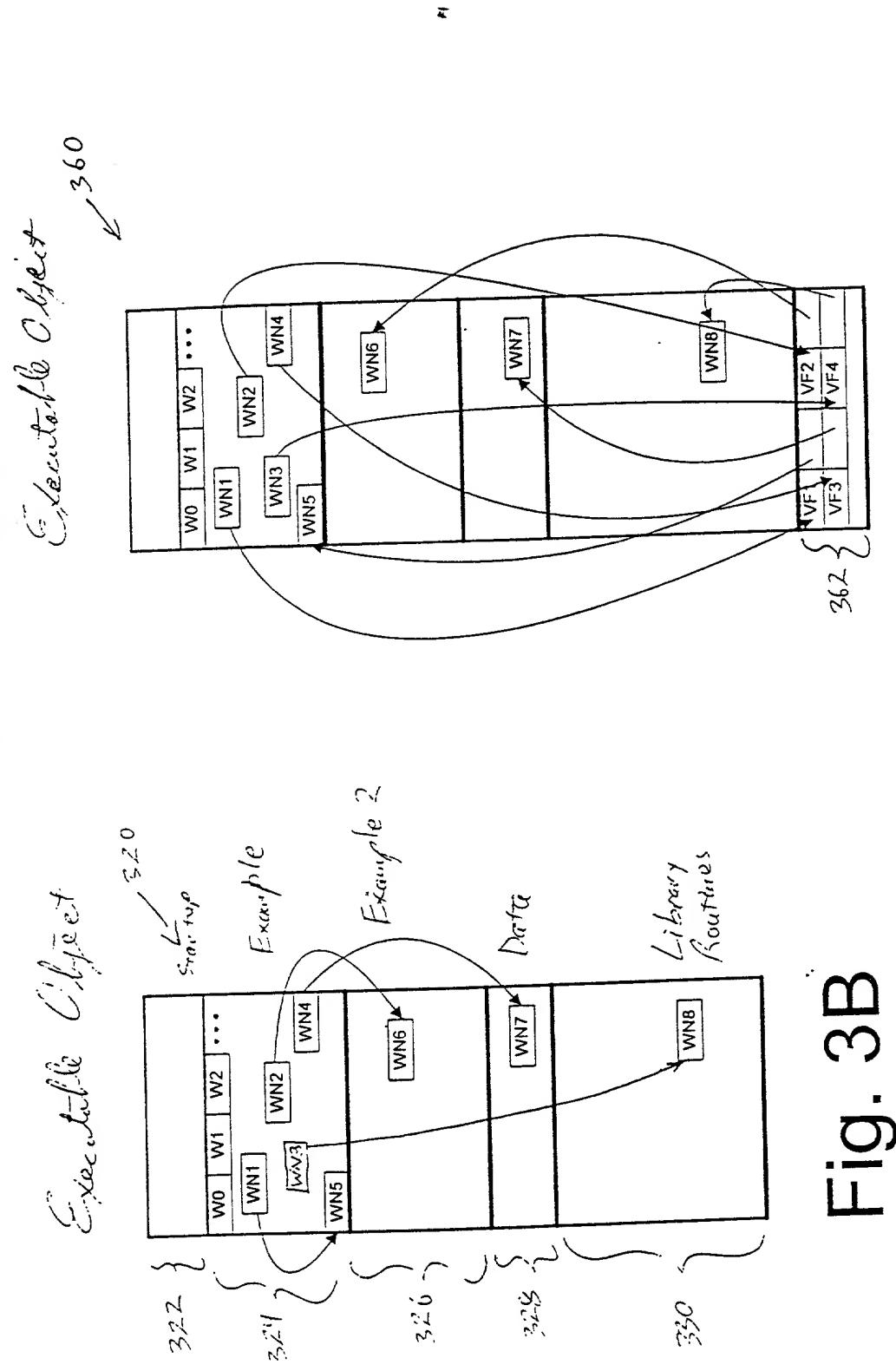


Fig. 3C

Fig. 3D  
Prior Art

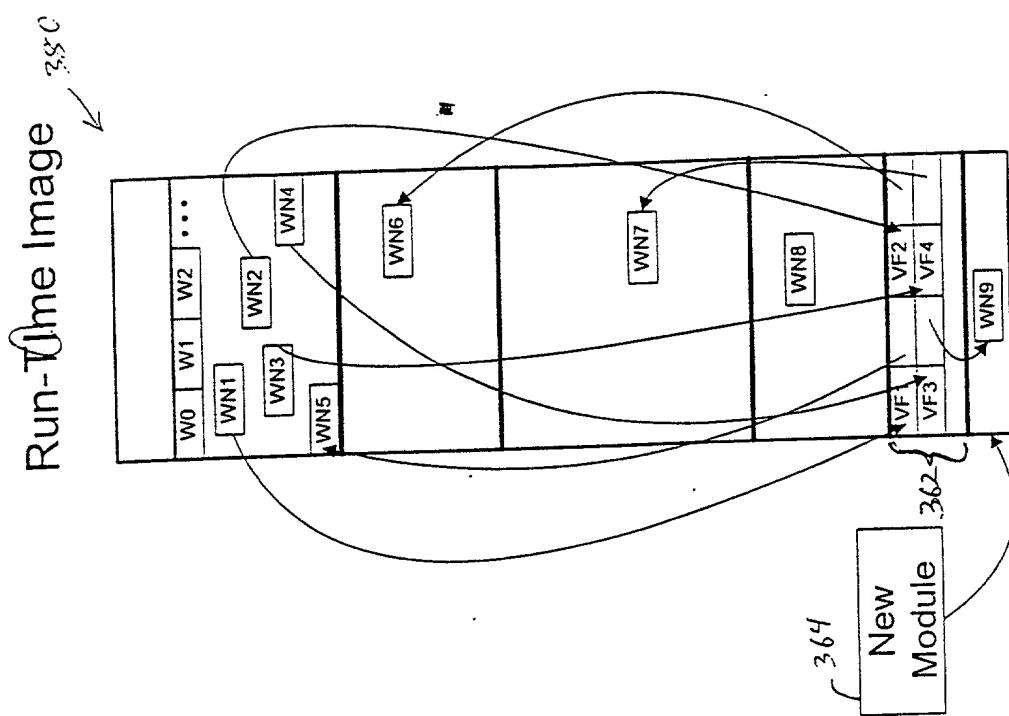
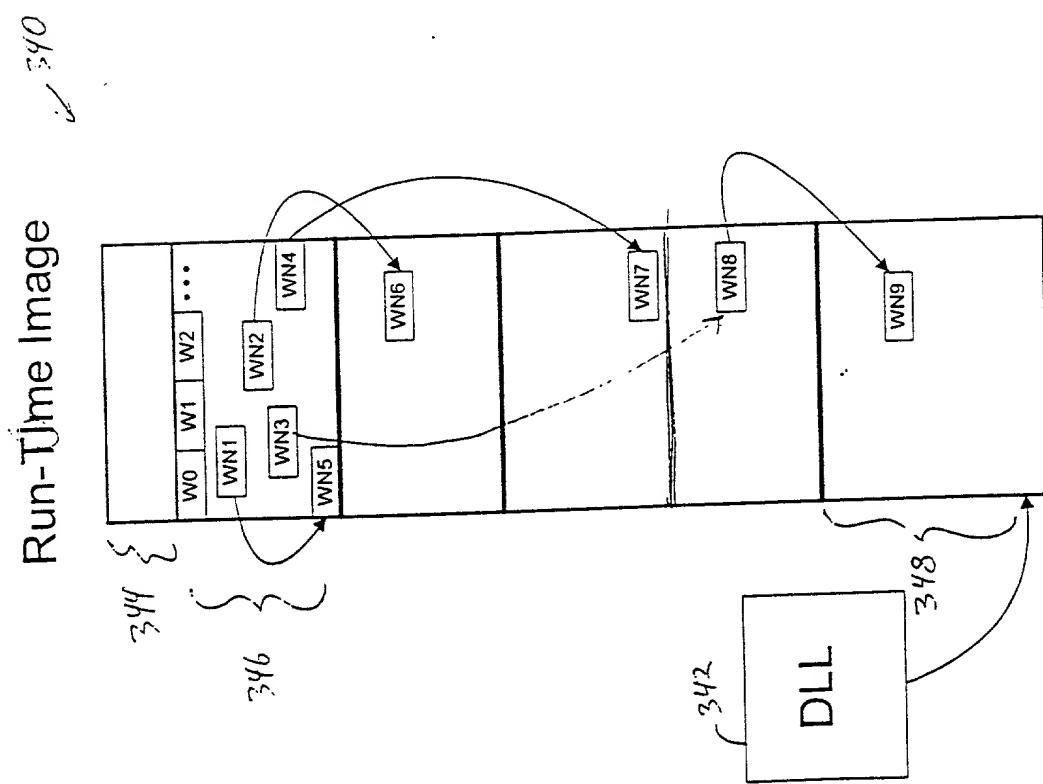


Fig. 3E

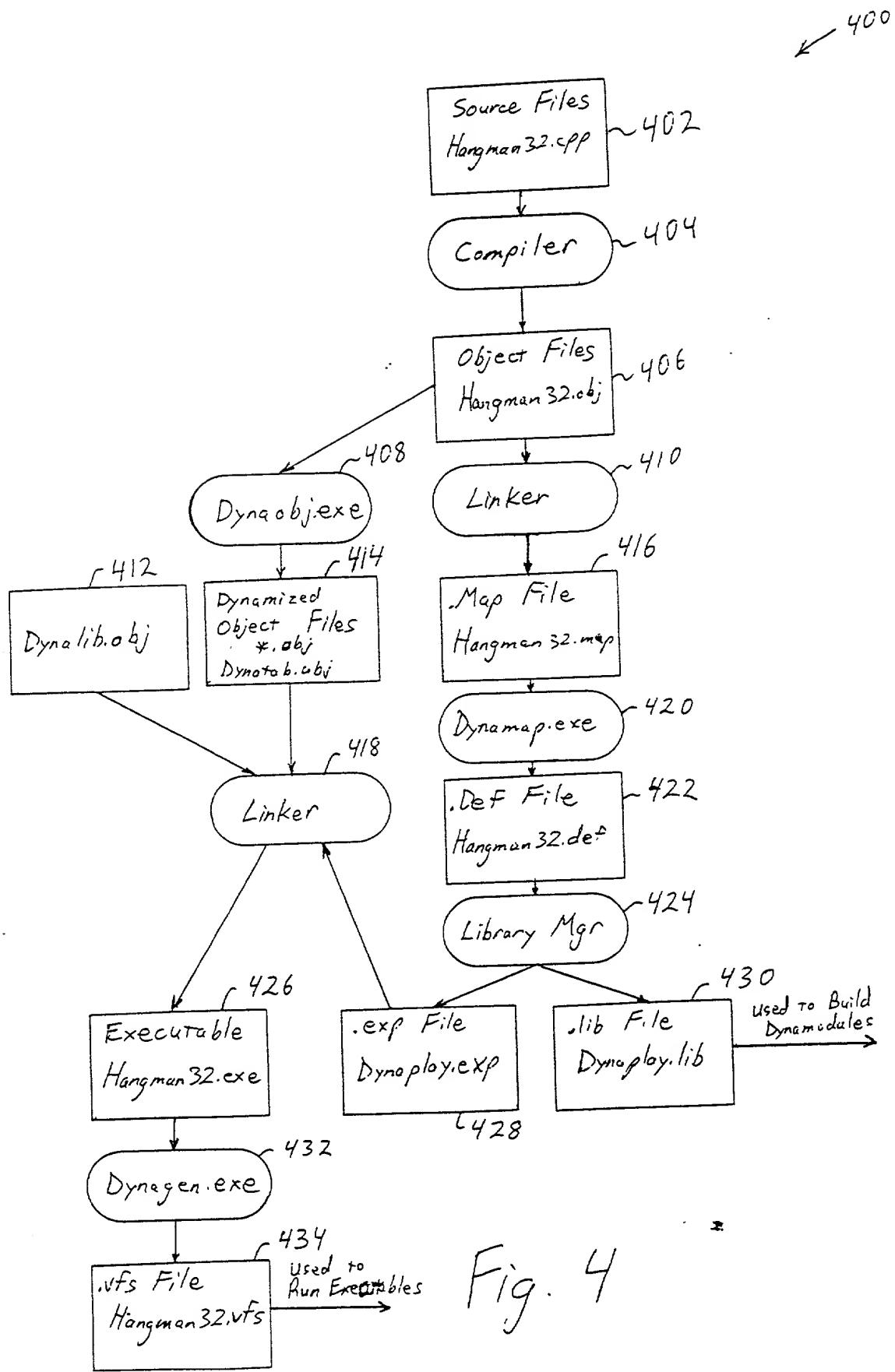


Fig. 4

## Dynamodule Build Process for Hangman32.exe

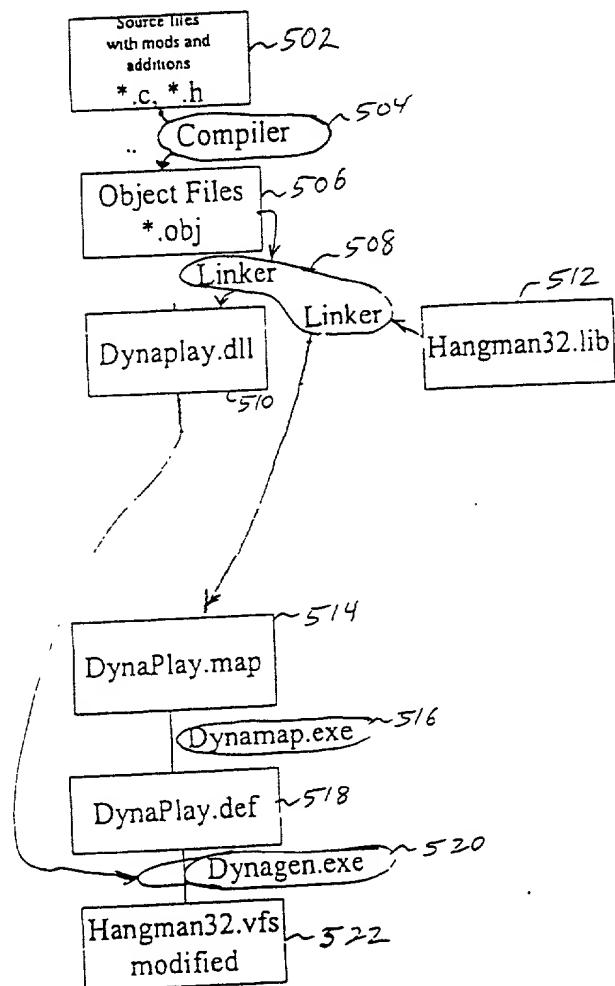
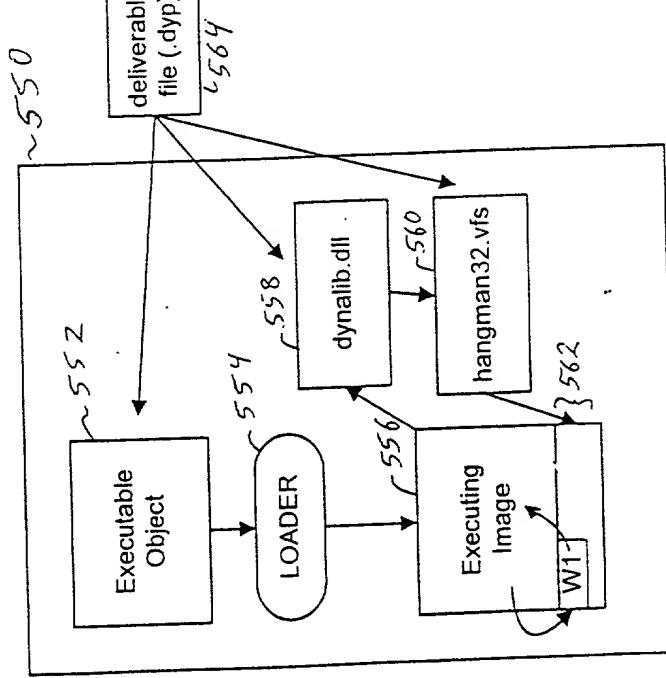


Fig. 5

## Deliver, Load and Run Dynamized Program



## Deliver, Load and Run DynaModules

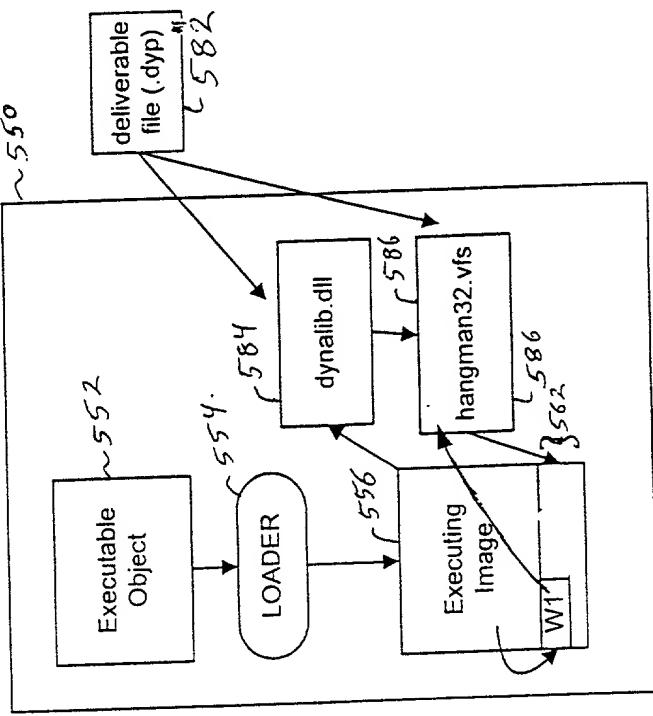


Fig. 6A

Fig. 6B

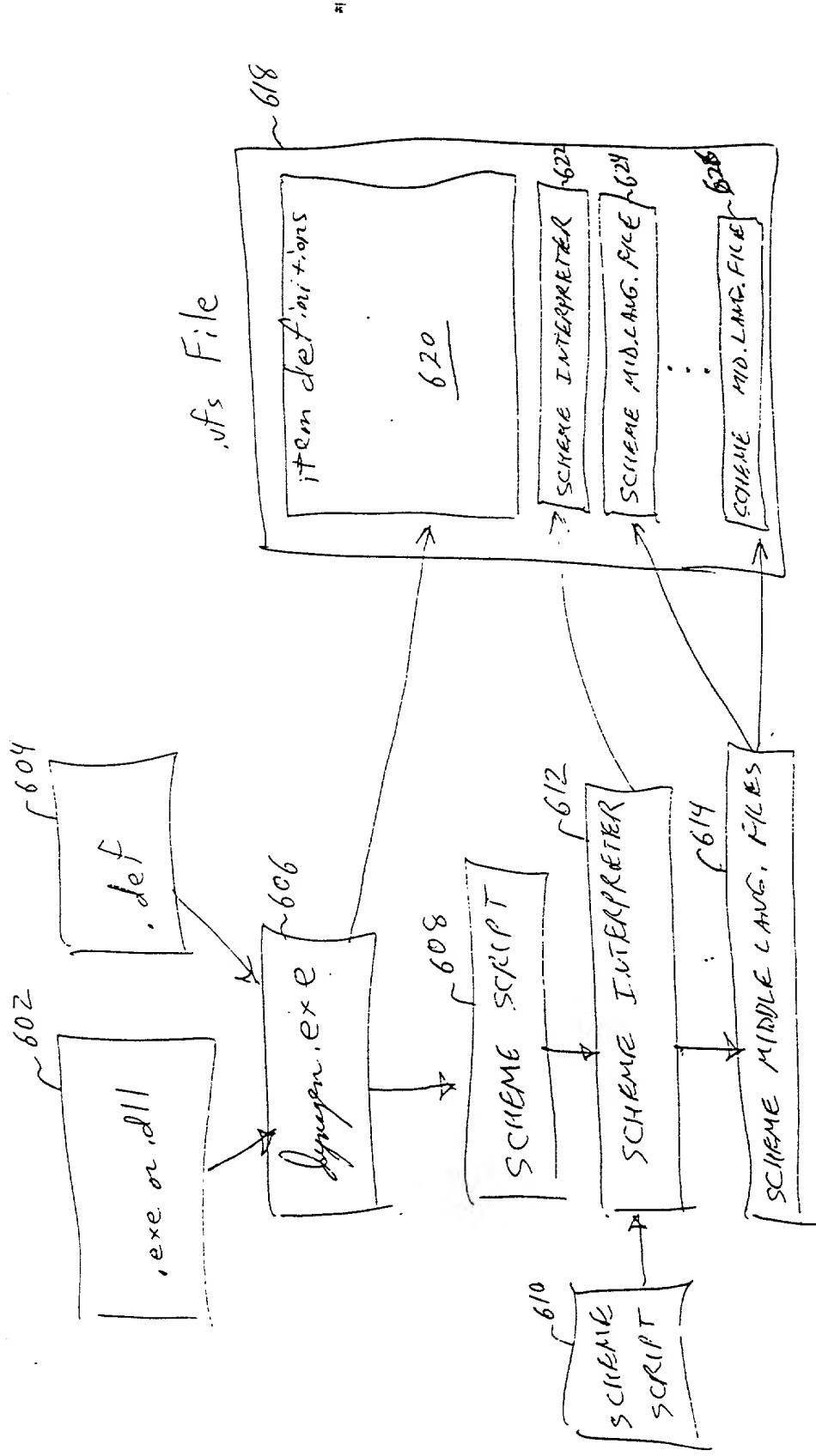


Fig. 7

*Scheme*

----- Script File -----  
This file represents to talk DynaPlay Server via Internet.

```
; #####  
; # This is selfandheat.dll Ship File  
; # Created by Dynagen.exe Date: Wed May 20 16:46:58 1998  
; #####  
/app:net fighter.exe  
/dynamodule:C:\Program Files\Net  
Fighter\DynaModules\SelfAndHEAT\Release\selfandheat.dll|selfandheat/selfan  
dheat.dll  
/initscname: selfandheat.dll  
/initsc:(begin  
(define (http-send-data data))  
  (let-values ([(in out) (tcp-connect "auriga.segasoft.com" 80)]))  
    (let ((cont #t))  
      ..  
      (fprintf out "POST /cgi-bin/send-data-dynamodule3 HTTP/1.0-%") \ 652  
      (fprintf out "Content-type: text-%") \ 654  
      (fprintf out "Content-length: -a-%-%" (string-length data)) \  
      (fprintf out "-a" data) \  
      (do ((data (read in) (read in))) \  
          ((or (eof-object? data) \  
                (not cont))) \  
          (if (string? data) \  
              (begin (load-from-port in) \  
                     (set! cont #f)))) \  
          (close-input-port in) \  
          (close-output-port out) \  
        ))))  
  (enable-dynamod "selfandheat/selfandheat.dll" "net fighter.exe" \  
    '((84 . #x1000) (184 . #x2b80) (103 . #x3ab0) (107 . #x3d10) (109 . #x48e0) \  
    (115 . #x5280) (145 . #x69e0) (146 . #x6a50) (147 . #x6b90) (148 . #x7280) \  
    (149 . #x7310) (150 . #x7350) (151 . #x78e0) (152 . #x7e40) (153 . #x8370) \  
    (154 . #x85e0) (155 . #x86d0) (156 . #x94a0) (216 . #x9a70) )) \  
  (thread (lambda () \  
    (let loop () \  
      (sleep 10) \  
      (if (defined? 'user) \  
          (if (not (number? user)) \  
              (http-send-data user)) \  
          (if (not (defined? 'SelfPlay-RUN)) \  
              (loop))))))
```

650

Fig. 8